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or continue with Minimum:Requires a 64-bit processor and operating systemOS: Windows 10 64-bit (latest Service Pack)Processor: Intel Core i3 or AMD Phenom X3 8650Memory: 6 GB RAMGraphics: NVIDIA GeForce GTX 600 series, AMD Radeon HD 7000 seriesDirectX: Version 11Network: Broadband Internet connectionStorage: 50 GB available space Recommended:Requires a 64-bit processor and operating systemOS: Windows 10 64-bit (latest Service Pack)Processor: Intel Core i7 or AMD Ryzen 5Memory: 8 GB RAMGraphics: NVIDIA GeForce GTX 1060/ GeForce GTX 1650 or AMD R9 380/AMD RX 6400 or Intel Arc A770DirectX: Version 11Network: Broadband Internet connectionStorage: 50 GB available space Page 2 Featured Lists Browse About Dedicated to creating the most epic entertainment experiences... ever. In Overwatch 2, Cassidy is a rootin tootin outlaw. Starting off as one of the founding members of the notorious Deadlock Gang, this criminal organization wasnt to be messed with, and neither was he.Cassidy wasnt always this cowboys name, however. In the beginning, this outlaw was known as McCree. However, his name was changed following the departure of developer Jesse McCree, who he was named after, from Blizzard following sexual harassment allegations.This isnt the only change weve seen Cassidy go through. There have been major and minor tweaks to both his character and abilities over the years but, in Overwatch 2, Cassidy is largely the same loveable outlaw weve always known. His abilities and primary fire are one of the most simple in the game; he has a gun. This is great for new players looking to get into Overwatch 2 for the first time.You may like Overwatch 2 CassidyOverwatch 2 Cassidy: Story and backgroundAshe isnt the only one who can claim gangster infamy in Overwatch 2; in fact, her first outlaw partner was Cassidy. Founding the Deadlock Gang together, Cassidy and Ashe ruled the wild west. That is, until Cassidy was enticed into Overwatchs secret stealth group Blackwatch and left Ashe and the gang behind.In Overwatch 2, Cassidy makes a name for himself as a gun for hire, but this time he only chose jobs that he believes are just.One of these jobs even resulted in a new hero being added to the Overwatch 2 roster. In the animated short Reunion (which you can watch above), Cassidy can be seen fighting Ashe for control of a special package. After defeating his former partner and her omnic ultimate B.O.B., Cassidy opens the package to reveal Echo, an omnic who had played a crucial role in Overwatchs communication and strategy. Waking her up, he says it's time she returns to Overwatch to join the fight.Overwatch 2 Cassidy: Abilities Primary fire: Peacekeeper (Image credit: Blizzard Entertainment)Description: An accurate and powerful revolverSign up for breaking news, reviews, opinion, top tech deals, and more.In Overwatch 2, Cassidys Peacekeeper revolver can dish out up to six sequential hitscan shots that can travel up to 40 meters. This is a great weapon to combat shy heroes who tend to hide toward the far end of the map.The firing range is 0.5 seconds per shot which gives a great rhythm to his fights. If you right-click or left-trigger while using this pistol then you can fan the hammer and unleash the entire cylinder in one quick flashSome tips and tricks for this weapon:Fanning the hammer is great to use in close combat fights.Make sure you count your shots; theres nothing worse than being caught off guard with an empty chamber. Ability: Combat Roll (Image credit: Blizzard Entertainment)Description: Cassidy dives in the direction hes moving, effortlessly reloading his Peacekeeper in the process.This roll is just a great ability to get the hell out of the way with. While Cassidys simplicity is great it is also a hindrance as he has no passive abilities or skills that help his mobility. Therefore his Combat Roll is often the only way to effectively dodge incoming attacks or travel across the map faster.It is important to note that you roll in the direction you're moving in and not the one youre facing. This means you can keep your eyes on the enemy and dodge attacks simultaneously.Some tips and tricks for this ability:This can be used when airborne.Cassidy can roll off edges, so be careful to not fall off the side of the map. Ability: Magnetic Grenade(Image credit: Blizzard Entertainment)Description: A short-range grenade that homes in on nearby enemies and deals additional damage if it sticks to them.Blizzard chose to remove almost all stun abilities from Overwatch 2 to promote more fluid flights. This is why Cassidys original Flash Bang was replaced with his Magnetic Grenade. While his Flash Bang could temporarily stun people, his Magnetic Grenade takes a more direct route to kill his enemies. If stuck to an enemy, this grenade can do a max total of 131 damage, meaning all Cassidy has to do is hit a DPS before or after the detonation with his Peacekeeper revolver, and hell secure the kill.Some tips and tricks for this ability:Sticking this grenade to heroes who have teleport abilities could be a waste as they can phase out of the explosion. The grenade explodes upon reaching the max range of 10 meters. Ultimate: Deadeye(Image credit: Blizzard Entertainment)Description: A hitscan ultimate that, after a few seconds, can lock onto enemies for a headshot.In Overwatch 2, Cassidys ultimate isnt something to write home about; while it is effective in creating space due to everyone having to hide out of view, it is pretty poor in actually securing kills.The problem with this ultimate is a mix of several things. First off, it is very easy to avoid this ultimate; it is also very easy to combat. There are several heroes that have direct counters to Deadeye. For example, Genjis Deflect D.Vas Defense Matrix, or Reinhardts Shield. Unfortunately, this means that by using Cassidys ultimate, you are equally as likely to die then you are to get a kill. Sometimes it can even feel like a slight pain to actually press Q and use it.Some tips and tricks for this ultimate:If you see an enemy tank racing towards you or a Genji deflecting, then canceling this ultimate is the best choice of action. You need to be creative when it comes to going behind the enemy team and finding a vantage point that is unexpected, as it will be harder to see and counter then. Overwatch 2 Cassidy: Gameplay breakdown(Image credit: Blizzard Entertainment)As heroes go in Overwatch 2, Cassidy is a pretty easy character to get used to. Armed with a pistol and a homing grenade, as long as you hit your shots, you can do well with this character.Among the heroes in Overwatch 2, Cassidy is one of the best hitscan characters available due to the simplicity of his pistol and how easy it is to use. So if there are any annoying airborne heroes like Pharah or Echo, then Cassidy is a great counter to pick.His only major downfall is his ultimate. Arguably Deadeye is one of the worst ultimates in the game. Despite lasting for a long time, Cassidy usually counts down to a headshot that may never come as it is incredibly easy to avoid. You just need to hide behind a wall for seven seconds.TechNewsHeres how to play Overwatch 2 on MacOS. Overwatch 2 released in 2022 and has seen regular updates with new heroes, maps, and more. The game is available on all platforms that Overwatch 1 was available on. And while it is not directly supported on MacOS, heres how to play Overwatch 2 on Mac.Overwatch 2 is not available on MacOS. At the time of launch, Overwatch 2 was only available on the same platforms that the original game was available on. Since Overwatch 1 was not available on MacOS, Overwatch 2 is also not directly playable on MacOS.Overwatch 2 released on October 4, 2022, as a free-to-play game. The game has seen several updates since adding new game modes, improved graphics, and big improvements to the game. However, there are ways to play the game in Apples ecosystem. We have covered a few steps on how you can play Overwatch if you are on MacOS.Whats the best way to circumvent Overwatch 2 not being available on MacOS? Install Windows on MacOS. Using Parallels Desktop you can install Windows on your MacOS and then play the game.As the name suggests Parallels Desktop allows you to run both Windows and MacOS in parallel. You can switch between the two seamlessly allowing you to game on Windows and switch back to MacOS when required.The Windows virtualization is possible with the full support of Direct X and GPU which will ensure you have a near-similar gaming experience. It is important to note that Parallels Desktop does not support all games. It is always recommended to check if any other game you want to play using this method is supported by Parallels Desktop.Once you have installed Parallels Desktop, you can download Battle Net or Steam. You then Install Overwatch 2 and continue playing.The other, longer method to play Overwatch is using Bootcamp. However, using Bootcamp is also the easier method. This method is also somewhat similar to the Parallels Method, but there are a few strict differences.Using Bootcamp, you can select whether your system will start on Windows or macOS when turning on your Macbook. However, unlike Parallels Desktop, you cannot quickly switch between the two OS. You will need to do a complete restart of your MacBook in order to switch between the two different Operating Systems.The newer Macs with the M1 and M2 Chips (and their advanced variations) do not support Bootcamp. You can use Parallels Desktop to run Overwatch on those Macbooks.Hopefully, even with the macOS, you can now enjoy Overwatch 2. Overwatch 2 Season 8 releases soon and will feature a new hero, a reworked map, and several changes to the Battle Pass rewards.Stay tuned to esports.gg for the latest Overwatch 2 news and updates.2023 video game2023 video gameOverwatch 2Cover art featuring three of the playable characters (left to right): Ana, Tracer and BrigitteDeveloper(s)Blizzard EntertainmentPublisher(s)Blizzard EntertainmentDirector(s)Aaron KellerDesigner(s)Michael Heiberg, Trey SpisakComposer(s)Adam BurgessSeriesOverwatchPlatform(s)Nintendo SwitchPlayStation 4PlayStation 5WindowsXbox OneXbox Series X/SReleaseAugust 10, 2023Genre(s)First-person shooterHero shooterMode(s)MultiplayerOverwatch 2 is a 2023 first-person shooter video game produced by Blizzard Entertainment. As a sequel and replacement to the 2016 hero shooter Overwatch, the game included new gamemodes and a reduction in team size from six to five. The game is free-to-play on Nintendo Switch, PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S and features full cross-platform play. Overwatch 2 was announced in 2019, released in early access in October 2022, and officially released in August 2023. The game was planned to feature more story-based cooperative modes, but these were scrapped in 2023 to focus on its player versus player (PvP) elements. Overwatch 2 received generally favorable reviews from critics.Further information: Overwatch GameplayOverwatch 2 is a hero shooter, where players are split into two teams of five characters known as "heroes" from a roster of over 40. Heroes are organized into a "damage" class, responsible for offensive efforts; a "support" class, responsible for healing and buffing; and a "tank" class, responsible for creating space for their team. Each character has a unique skill kit, made up of active, passive, and ultimate abilities. Overwatch 2, like its predecessor, primarily centers on player versus player (PvP) combat across several different modes and maps, and includes both casual and ranked competitive matches, as well as non-matchmade arcade modes.All heroes available for Overwatch remained available in Overwatch 2 along with new heroes introduced for the sequel. The original Overwatch was designed for six-on-six team combat, with two of each class on a team. In Overwatch 2, the number of tank slots was reduced by one, bringing the total number of players per team to five. According to game director Aaron Keller, developers hoped that losing a tank would speed up gameplay as they believed that the original six players scheme rendered gameplay slow. It is also intended to ease the amount of things players and spectators need to watch out for. New maps were designed to include more cover options to compensate for reduced tank-based protection.[1] To support this type of gameplay, damage heroes were buffed with increased movement speed, support heroes given passive health regeneration, and tanks were redesigned to be able to take a more offensive role.[2] Two characters received significant changes in their skill kit to fit the five-on-five format; tank Orisa had several team defense abilities replaced with more offensive and self-survivability, while damage hero Doomfist was reworked to be a fast-moving tank hero.[3]Most of the team-based game modes and maps from Overwatch remain in Overwatch 2, including Control, Escore, and Hybrid maps. Assult maps were considered unbalanced by the player community and were removed from normal gameplay matches but are available within arcade modes.[4] A new Push mode was introduced with Overwatch 2, where teams vie for control of a robot pushing one of two blockades towards the opposing team's goal on a symmetric map, similar to a tug of war.[5] Among other quality of life improvements, Overwatch 2 includes a ping system to direct the attention of teammates to specific points on the map.[6]Overwatch 2 was released as free-to-play as opposed to the premium monetization model of its predecessor. It also discontinued loot boxes in favor of a battle pass system which is offered on a seasonal basis and corresponds with the introduction of new maps and heroes. The game also includes an in-game store where players can purchase cosmetics directly.[7][8] Blizzard stated that new heroes will be introduced as rewards on the free tier of the battle pass, and players who fail to make the associated tier will have other routes to obtain the hero for free in later seasons.[9] In addition to battle pass cosmetics, players can purchase seasonal cosmetics through the in-game store. Further, special events lasting two to three weeks have been offered, offering new cosmetics for completing various challenges as well as new cosmetics available for purchase. With Overwatch 2, Blizzard has also created collaborations with other franchises, including Blizzard's own Diablo IV, as well as content from third parties such as the anime series One-Punch Man and Cowboy Bebop and the Korean idol group Le Sserafim. A Blizzard Battle.net account is required to play Overwatch 2, regardless of platform. Overwatch 2 features cross-progression, with in-game cosmetic items and progress being shared across PC and console versions.[10] Unlocked cosmetic items, in-game currency, and player statistics from any Overwatch profile linked to such an account are merged, and are available on all platforms. Competitive skill ratings are separate, with console and PC ranks remaining independent of each other.[11]See also: Overwatch seasonal eventsStarting in Season 6, in August 2023, three story-based PvE missions were added to the game, with more planned in the future. These advance the lore and narrative of Overwatch. These missions are generally designed to complete multiple objectives, and are similar to previous short-term event missions offered previously from the first Overwatch. These missions are only available as free-to-play game modes during specific seasons, but the player can purchase permanent access to these missions separately or as part of a battle pass bundle.[12][13] Additional in Season 6, a new game Flashpoint was introduced. Flashpoint maps feature one central capture point and four additional points around the map. After teams vie for control of the central point, one of the other four points is activated as the objective. Play continues until one team has captured three total points.[14]Hero Mastery courses were introduced in September 2023. These courses are aimed to help the player learn and improve their skills with the given character by requiring them to complete a map with both the shortest time and highest score from completing objectives. Courses are available for a limited number of heroes, with additional Hero Mastery courses added with new seasons.[15]With Season 9, starting in February 2024, a major overhaul of combat and the competitive system was introduced. All heroes gained a boost in health and passive healing, while buffs were applied to all characters with guns or similar weapons. This was intended to improve survivability, remove the likelihood of a character being killed by a simple quick burst of fire as well as to prevent them from being quickly healed. In contrast to the approach since Overwatch 2's launch, which progressed a player's rank after winning 5 games or losing 15, the new system resembled the original Overwatch approach where the player's competitive ranking is adjusted after each game, with additional information as to what aspects of the match contributed to the ranking change. With these changes, Blizzard announced that all players would have their competitive ranking reset and would need to perform ten matches to gain their starting competitive rank.[16]Blizzard reversed its decision to launch new heroes on the battle pass with the start of Season 10 in April 2024, instead making heroes free for all players once they added to the game. The existing heroes added from Overwatch 2's launch to this point were also made available for all players, though those that had not yet unlocked them via the battle pass had to complete tutorial missions to unlock them fully.[17][18]A new game mode, Clash, was introduced with Season 12 in August 2024. Clash maps have five control points laid out in a sequential order between the team's main bases. Teams first fight to capture the central point; if a team wins, the next point closer to the opponents' base becomes the next active control point. The capture point closest to the opponent's base requires three capture periods. The game continues until a team completes five captures.[19]Blizzard started to experiment with player response to bringing back six-on-six team combat through limited period tests during Season 14 in December 2024.[20][21] Additionally, special "Overwatch Classic" limited time events have been run, featuring six-on-six gameplay with the heroes, skill kits, and maps from various periods during Overwatch's history.[22] Season 15, in February 2025, will feature a 6v6 competitive mode to further test the response by players for this mode.[23]With the launch of Season 15 in February 2025, a new gameplay feature called perks will be introduced across the main game modes. Perks are alterations of existing abilities to impact gameplay, such as altering Pharah's concussion blast to draw opponents inward instead of away from the blast. Players earn experience points across two levels while playing a match, with the ability to select one of two perks with each level for their own hero.[24] Lead gameplay designer Alec Dawson said the idea behind perks was to avoid stagnation and allowing the game to evolve instead of rigorously trying to achieve a perfect balance of gameplay between all characters.[25]Season 15 also brought loot boxes were brought back to the game, earnable through gameplay, the battle pass, weekly challenges, and other mechanisms. Loot boxes can reward the player with nearly all previously released cosmetic items as well as future ones, except for those that are part of the current season's battle pass or current promotion. To address concerns on potential gambling concerns, loot boxes will not be directly purchasable, and each will have at least rare item, with guaranteed drops of more desirable items within every 5 and every 20 loot boxes that a player opens.[26] Keller said the intent behind the new iteration of loot boxes was to make players feel rewarded from simply playing the game, rather than be a driver for microtransactions.[27]A new game mode called Stadium was launched with Season 16 in April 2025. Stadium had been in developed since the release of Overwatch 2, with the development team having considered what the game's next major core mode would be.[28] Stadium is a 5v5 match played over a best of seven rounds. After each round, players receive tokens based on how well they played, which they can spend to purchase upgrades to their character. In Stadium mode, a player can opt to use a third-person camera to control their character.[24] The mode is treated as a competitive-only mode, providing players that advance up through competitive ranks with cosmetic rewards.[28]Overwatch 2 was announced at BlizzCon on November 1, 2019, with plans that the game would maintain a "shared multiplayer environment" between it and the original Overwatch, so that players in either game could compete in the existing player versus player (PvP) game modes, retaining all unlocked cosmetics and other features.[29] Jeff Kaplan, director for Overwatch, explained that this was a major decision and that he had to justify this "player-first standpoint" to Blizzard executives, given the current industry trend to draw in new sales.[30] All new heroes, maps, and PvP modes were to be added to both games to maintain this shared environment.[31]While Activision Blizzard had anticipated Overwatch 2 would be ready by 2020 or 2021, the game's release kept switching. One reason was driven by management to convert the game into a free-to-play title, aligning with most other multiplayer games on the market, leaving the question of monetization open. Kaplan's original design for Overwatch, which allowed for players to switch to any other hero to counter opposing team composition, made it difficult to monetize the release of new heroes. This drove Blizzard to consider the battle pass approach, which was meant to balance player engagement with the game through its lifetime, and revenue from selling cosmetics. A second reason for the delay was difficulty in implementing Kaplan's ideas for PvE, as the game was not designed to handle large numbers of enemy forces from both an engine and gameplay design aspect.[32] Around 2021, Activision management put pressure on Blizzard to finish Overwatch 2, suggesting that Blizzard add more staff to Team 4, the Blizzard division created for Overwatch, as to match the team size typical for other popular free-to-play shooters. Blizzard resisted this, fearing the added time and costs to bring on new staff would take too much from the ongoing development, and wanted to avoid Activision's desire to release Overwatch in annual installments.[32] Due to the constant attention from Activision, the Overwatch team could not give Overwatch 2 full attention, and from 2021, several key staff members involved in its development, including Kaplan, left Blizzard.[32] Aaron Keller took over the role for lead developer on Overwatch 2, with pressure from Activision to release it as soon as possible. To make this happen and avoid a situation similar to the Titan cancellation, Blizzard opted to decouple the PvE and PvP elements, to release the improved PvP elements by 2022 and to eventually release the PvE elements later.[33]By mid-2022, Overwatch 2's conversion to a free-to-play title was announced. Blizzard affirmed that Overwatch 2 live services would replace those of the original game; the original Overwatch servers would be shut down on October 2, 2022.[34] Players retained their existing cosmetics and in-game currency, with remaining loot boxes opened automatically upon the release of Overwatch 2.[35] At least three new heroes were announced to be added to the roster, including Sojourn, a Canadian Overwatch officer, Junker Queen, the ruler of Junkertown, and Kiriko, the protector of Kanezaka.[36][37]Overwatch 2 runs on an upgraded version of the original game's engine which allows for larger map sizes to better support the new story-based player versus environment (PvE) elements.[29] Additionally, all of the existing heroes received visual redesigns for Overwatch 2, although Blizzard did not expect every hero to have their redesigns finished when the game launched. Twelve of the existing 31 redesigns were completed at the time of Overwatch 2's reveal.[36] Overwatch 2 was released in early access for Nintendo Switch, PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S on October 4, 2022.[37] Kaplan stated when the game was announced that they were more concerned about quality of the product than timeliness of the release.[38][39] Investor documents released in November 2021 reported that the initial 2022 release window was delayed to at least 2023, intended for "giving the teams some extra time to complete production and continue growing their creative resources to support the titles after launch".[40] Kaplan anticipated that Overwatch and Overwatch 2 will ultimately merge into a single product to avoid having any engine differences affecting player experience.[41] Technical director John Lafleur has stated they are also interested in supporting, at minimum, cross-platform progression and are looking at the possibility of cross-platform play.[42] In the interim from its announcement prior to release, Kaplan left Blizzard in April 2021, with Aaron Keller taking over the lead development role,[43] while the lead developer for new heroes, Geoff Goodman, left sometime in mid-2022.[44]In March 2022, Blizzard stated that they had put too much focus on Overwatch 2 over the past few years to the detriment of support for the original game, and so changed plans to release Overwatch 2 in parts, with the PvP portion to be released in beta form starting in April 2022 and the PvE part to come at a later time. This would allow them to also continue to support Overwatch alongside Overwatch 2's development.[45][46] Later, Blizzard announced that the first wave of Overwatch 2 invitation-only betas would begin on April 26, 2022, and end on May 17. Access to the closed beta could be earned either by signing up for a chance to participate or by watching select Twitch streamers for a limited time on April 27.[47][48] The game without its PvE mode was released as early access on October 4, 2022, for Windows, PlayStation 4 and 5, Xbox One and Series X/S, and Nintendo Switch.[49] That day, in addition to a large number of players, the game's servers were hit with a distributed denial of service (DDOS) attack that made it difficult for many to access the game.[50] Additionally, as part of Blizzard's efforts to reduce smurfing, the use of new accounts by experienced players as to try to game the system, the company required all players to confirm their identity through a SMS message on their cell phone linked to their account. For many with prepaid cellular plans, particularly in the United States, they cannot use SMS on their plans, and effectively locked them out of Overwatch 2, though Blizzard stated they were working to resolve that issue.[51] By October 7, Blizzard removed the need to verify one's identity for those that had played Overwatch since at least June 2021.[52] As a means to make up this lost time to players, Blizzard planned to offer double experience point weekends and free cosmetic items to all players.[53]The game was to feature PvE game modes to be released later in the game's lifecycle, differentiating it from its predecessor. Similar to the special seasonal events, they would have consist of four-player cooperative missions against non-playable characters and were to be available persistent as opposed to a seasonal basis. In this mode, players would garner experience points for their hero and unlock new passive abilities called "talents", allowing them to influence how the hero plays.[2][29] However, in May 2023, the developers announced that these extensive plans for PvE had been scrapped, fearing how they would impact the PvP elements. Instead the developers plan to offer story-based events as a replacement for the scrapped PvE.[54] According to Keller, the concept behind the PvE elements were trying to bring forward gameplay from the cancelled Titan which Overwatch was originally based on. However, Keller stated that as they started shifted development to include the PvE elements, the overall project became unfocused, and the lead developers believed that they could not deliver a polished experience and opted to discontinue work in this direction.[55] Blizzard announced players will be required to pay $15 for these new story missions. The purchase will include in-game currency and cosmetic items.[56] Jason Schreier of Bloomberg News reported in March 2024 that from his sources, Blizzard did not believe the PvE content sold well enough to continue, with the entire PvE having been eliminated and no further plans to continue the PvE missions going forward.[57]ReceptionAggregate scoreAggregatorScoreMetacriticPC: 79/100[66]PS5: 76/100[67]Review scoresPublicationScoreGame Informer9/10[58]GameSpot8/10[60]IGN8/10[59]Nintendo Life[63]PC Gamer (US)74/100[65]PCGamesN7/10[64]Push Square8/10[62]The Guardian[61]Edit on WikidataOverwatch 2 received "generally favorable" reviews from critics upon release according to review aggregator Metacritic.[68] Tyler Colp of PC Gamer was critical of Blizzard's handling of the sequel, writing that the game "intentionally or not, is trying to bury its predecessor alive." Colp added, "the original Overwatch is still in there, bruised and broken, but the weight of Blizzard's commercial and competitive expectations keeps piling up."[69]On the game's 5v5 gameplay dynamic, as opposed to its predecessor's 6v6 dynamic, IGN's Simon Cardy wrote: "it fully drags Overwatch 2 out of the stagnant meta swamp its predecessor found itself in over the past couple of years, but also denies itself some of the lustre of its satisfying team play." Cardy also wrote "if the pertinent question to ask about Overwatch 2 is simply if it's a fun game, then the answer right now is yes. It's still a fundamentally great hero shooter, just one that is perhaps not currently operating at the towering height of its powers."[59]Jessica Howard of GameSpot wrote, "Overwatch 2 takes the franchise from a genre-defining shooter to a trend-chasing one. As such, it has begun to feel less like a unique sci-fi, superhero comic book in video game form, and more like, well, a lot of other games."[70] Chris Carter of Destructoid wrote that "Overwatch 2 doesn't have the same cachet that Overwatch 1 did, but I can still see myself jumping in for a few matches after a long evening. The charm is still there, even if the delivery system has been muddled, and the game is no longer a premium product with easy-access characters that you can readily jump in and out of. Perhaps the PVE update can change that, but it has some work to do."[71] The team, acknowledging player feedback from the past eight seasons, revealed plans for significant updates in a candid blog to enhance competitive play, allowing players to better develop their skills and track progress through the ranks.[72]The game's removal of loot boxes in favor of a battle pass system received backlash. Players directed criticism toward Blizzard's decision to lock the character Kiriko as a free reward on the first season's battle pass.[73][74][75] Following Kiriko's reveal trailer, CJ Wheeler of Rock Paper Shotgun wrote: "One look at PlayOverwatch's mentions on Twitter is, well, eye-opening. It reveals so much criticism of the battle passes, from cries of pay to win to complaints about the grind before the game's even dropped. There are quite a few accusations that Blizzard are money-hungry too."[75] Further criticism was levied at both the pricing of cosmetic items found with the in-game shop, as well as the time it would take to unlock cosmetics solely through grinding for those players who opt against using real money within the shop.[76][77][78][79] Many players and some game journalists highlighted that most other games include enough in-game currency in the battle pass to get the next one free.[80][81][82]Upon release of Overwatch 2 on Steam, the game received a large number of negative reviews and became the worst-rated Steam game of all time within a 48-hour time frame, leading many outlets to characterize the response as review bombing.[83][84][85][86] User reviews were generally critical of Blizzard's handling of Overwatch 2 including the removal of the planned PvE content, which director Aaron Keller acknowledged.[87] Players also expressed frustration at issues related to the company's recent history, including allegations of sexual harassment at Activision Blizzard.[88][89][90] Nearly two-thirds of these reviews were written in Simplified Chinese, which - according to Niko Partners - stems from Blizzard's dissolution of its agreement with NetEase in China earlier in 2023, leaving Chinese players unable to play on local servers.[91][92]With the release of Season 15 in February 2025, which introduced perks into the core gameplay modes along with the return of loot boxes, user reception to the game improved, with Steam reviews trending from "Overwhelming negative" at launch to "Mixed" following the update.[93]Over 35 million users played Overwatch 2 in its first month of release in early access, compared to Overwatch which had only 15 million players three months after release.[94] By July 2024, both Overwatch and Overwatch 2 had over 100 million players.[95] At the launch of Marvel Rivals in December 2024, a team-based hero shooter with similar mechanics as Overwatch 2, Overwatch 2 saw nearly a 40% drop in concurrent player counts based on Steam players, attributed to the competition to Marvel Rivals.[96]It was nominated for the British Academy Games Award for Multiplayer at the 19th British Academy Games Awards.[97]Schreier, Jason (2024). 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